KINDERAMA™

FIVE EARLY LEARNING GAMES

AGES PRESCHOOL – 6

SKILLS DEVELOPED

- **Upper and Lower Case Letter Recognition**
- **Sight Reading**
- **Following Directions**
- **Counting**
- **Simple Addition**
- **Concept of Subtraction**
- **Keyboard Familiarity**

Kinderama is the most delightful way to introduce young learners to the computer. Because Kinderama has five different activities with stunning animated graphics, it will provide your child with many hours of educational fun.

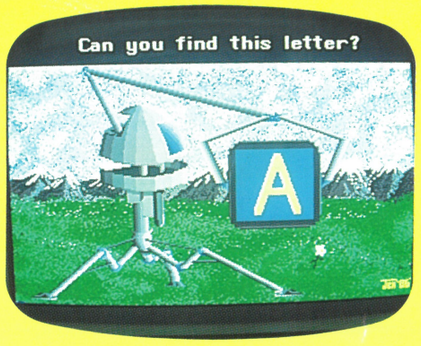
ROBOT STORY – This interactive nursery tale helps introduce the concept of subtraction. As the child becomes familiar with the rhyme, he will also learn to read the words by sight, the first step in beginning reading.

COUNT THE ROBOTS – This program randomly generates robots on the screen and the youngster must count them and type the number of robots he sees.

ROBOT LETTER MATCH – Here the child gets his choice of matching upper or lower case letters.

ROBOT ADDITION – Simple addition problems appear on the screen along with the robots so the young learner may count the robots as he is adding.

ROBOT CONSTRUCTION – A creative activity that permits children to build their own robots while learning about mouse technology.



Designed and developed by June Stark, Director and Teacher,
The Computer Learning Center for Children.
Programming by William Demas.
Graphics By Joseph Hewitt IV.

"We Enrich The Mind" ™

UNICORN™
EDUCATIONAL SOFTWARE

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